

Generic Visual Arts Jump
v1.0
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Welcome to a… well, breathtakingly ordinary world. In this jump, the world is as normal as it can be, but you don't have to be.

In this jump, visual art is the focus. However, what you actually experience is up to you. What will you do for the next decade?

You could be an **Art Appreciator** and thus be mostly mundane. Or you could be a little bit more extraordinary and be an **Artist**; someone who has the resources and ability to create art. Lastly, you could be quite special, and be an **Art Explorer**, someone with the ability to fully enter artwork and explore it, and view it, from inside the confines of a canvas.

Take **1000 Art Points** to fund your adventures.

Starting Location

Your origin determines your starting location.

Earth
Art Appreciators start off here. This is Earth. Just a mundane, regular, echo of the world many jumpers come from.

Art Studio

Artists start off here. This is a standard, normal art studio, the kind you'd find in real life. It is yours, at least for the duration of this jump, and you can get to work creating all sorts of art in it immediately.

Inside An Artwork
Art Explorers start off here. This is inside of an actual piece of art, one you know well. It could be your favorite drawing, painting, digital image, or anything to that effect (including things like pictures). You can exit the art by heading to the edge of the image and continuing to walk, which will deposit you either in a property item or in a safe place such as a public art gallery.

Age and Gender

You can freely determine both your age and your gender for the purpose of this jump.

Origins

Every origin here is drop-in friendly.

Art Appreciator [Free]
You are a casual fan of art, any kind really. You derive enjoyment and satisfaction from both seeing people create and from the actual end products themselves.

Artist [Free]
You are some sort of artist, someone with a gifted eye for color, a steady hand, and a remarkable skill at actually sitting down and creating art. The kind of art you create is completely up to you.

Art Explorer [200 AP]
You are something just a *touch* more… real than others here. You can enter and explore artwork at will, seeing art from inside of a canvas, a digital image, or any other such medium.

Perks

Origins get their 100AP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Intent [Free]
You are capable of discerning the intent behind art, and can sense what different paintings, drawings, images, and other such visual arts mean with a glance. This doesn't stop you from appreciating the artistry behind images, it simply makes you skilled at discerning what people wanted to convey when you study their art.

Art Appreciator

Encouragement [100 AP]

You are remarkably good at encouraging people to try things out. You can effortlessly give people the final push they need to try drawing for the first time, or to experiment with posting artwork online.

Art Historian [200 AP]
You know the history of art inside and out. You are well-versed in multiple different areas of art history and can communicate that history eloquently and passionately. In future jumps, you automatically learn an equivalent amount of art history in the new worlds and timelines you visit. You also find studying history in general to be much easier.

Helpful Art Critic [400 AP]
You can thoughtfully, accurately, and even helpfully critique art. This gives you a surprising level of skill at communicating suggestions and ways that someone can improve their technique, while also celebrating parts of art that you like or even love. This does translate, somewhat, to other things but to a noticeably less impressive degree.

Art Inspiration [600 AP]
You are an inspiration. This boosts your charisma and attractiveness to some degree, but the real key here is that something about you moves others to appreciate and create art in a multitude of forms. Your actions have a subtly mythic quality, letting them stick in people's minds and serve as powerful inspiration for both those new to art and even experienced, skilled artists. Additionally, art you inspire is exceptionally wonderful in quality, and can itself minorly inspire people as well as invoke whatever emotions the artists responsible for it intended to inspire.

Artist

Inspired [100 AP]
You constantly find inspiration in the little things. Your journey is replete with inspiration, and you can find it in everything. You also have a wonderful imagination and memory, able to recall everything you've done and experienced in vivid detail.

Artistic Understanding [200 AP]
You have an incredible ability to visualize things and understand how colors blend together. You have perfect vision (including being able to see every color) and can effortlessly predict how different artistic styles will look when blended together.

Job Security [400 AP]
You are a rather lucky artist. You have an important ability; the power to find work that suits your skills and that is quite high-paying. This allows you to focus on what matters without having to be a starving artist or give up your passions. In this jump the work you find will include art to some extent, but in future jumps the work will be appropriately varied and dependent on your composite build as well as your past times and passions.

Evocative [600 AP]

Your art is moving. When you create art it inspires, and evokes thought. You can effortlessly get people talking and your art lingers in people's brains, causing them to ruminate on it for hours for a long period of time. This also makes your art more popular, and allows you to easily monetize your art, if you want that.

Beyond this, you can even allow people to temporarily enter your art and spend half-hour intervals in the worlds you create, seeing the worlds in motion and speaking to the figures depicted in your art. They will be as intelligent as you'd wish for them to be, and can physically interact with people in your art, as well as have a link to you that lets them know what you'd want them to do. People in your art cannot be meaningfully hurt by it, but they can feel sensations and pain if appropriate (though when they leave the art they'll be returned to the real world unharmed). As you train this power you can learn to send people into your art for longer times and maybe even how to manipulate them through the art.

Art Explorer

Exploration [100 AP]
You can enter art. To do so you must approach the art you want to enter and step into it, or do something like stick your hand in it. This ability lets you see the world contained in images, artwork, drawings, and other such forms of visual art. Beyond that you can also enter statues and sculptures and in so doing learn from the art. Art knows why it was created, and will converse with you freely, unless you attempt to harm the art in some way. You exit the art by either willing it or by traveling outside of the confines of the image, such as going off-panel if you enter a comic book. Beings in the images can move freely in them to talk with you and can exhibit powers the characters have, but if you are expelled from the image or art you return to where you were before, unharmed but a bit tired.

Linking [200 AP]
You can now link all art created by the same person or people. This lets you enter a piece of art by one person and then go off-panel to enter a space containing paths to all art by the same person. This works for statues and sculptures as well.

Travel [400 AP]
You can enter a piece of art and exit it anywhere where it's shown. For example you can look up the Mona Lisa online, enter it, and then step out of it stepping into The Louvre. When you step into a painting, image, or what have you, you know precisely where you can step out. This includes replicas of the image, painting, etc. You also know what computers, cellphones, or any other devices are showing the art, and thus serve as portals you can use to step out of the art.

Freedom [600 AP]
Your exploration has evolved into a new and more complex form. You can now enter art and free things, and people, from it. When you extract something or someone from the art the art is not changed, and the objects and people you free retain their powers, knowledge, and abilities, but their strength is keyed to yours. They are also loyal to you by default, but are still free-willed beings and you can lose their loyalty (though they cannot harm you directly).

Their strength being keyed to yours means that if you grab God from *The Creation of Adam* he will not be omnipotent unless you are and any feat he can perform is scaled down to your relative level of strength. He can still do things you might not be able too, but if you aren't super strong his super strength will be noticeably diminished as a sort of example. Items also retain their abilities, such that you can grab a wand from a drawing inspired by *Harry Potter* and perform wand magic but you won't be able to do any of the higher-end *Harry Potter* magic feats unless that'd already be within your overall level of power. The more similar powers you possess to people and items you free the more they can do, but this still has solid limits. Your freed art friends and items gain fiat-backing and operate similarly to followers and regular fiat-backed items (though items don't respawn when you transition from world to world. If you place them in your warehouse or some other such thing then they will persist across jumps).

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100TP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Art Appreciator

Art Club [100 AP]
This is a group of fellow art enjoyers who are eager to share their favorite examples of art with you and with each other. This group gets together once a week and shares a meal while talking about art and sharing examples of the works of different artists.

Art Website [200 AP]
This is a perfect art website that you have an account in. This website always shows you art you'd enjoy, and art that inspires you. In future jumps this is updated and shifted to be appropriate to you, becoming a small gallery you can visit for free, or becoming a warehouse attachment you can peruse whenever you wish.

Gallery [400 AP]
This is a gallery you own that gets plenty of traffic and houses art you love. This item is both an income and a housing item, with you getting a steady, healthy profit from it and also it having an upper area that has is designed for you to live in. Artists whose art you'd like have a powerful tendency to hear of your gallery and approach you about putting their art in your gallery.

Artist

Art Archive [100 AP]
This is an archive of all of the art you, your companions, and your family have created. You can use this to sell your creations, as the archive is fiat-backed and art you take from it is instantly replaced, letting you effortlessly mass produce art you and those you love have created.

Art Supplies [200 AP]
You have an astounding, replenishing array of art supplies. This updates every jump to include new, local, unique materials that can be used for art. These supplies replenish based on their relative rarity and worth, with the lion's share of supplies regenerating every day but more complex things taking a week or even a month to regenerate. This includes things like tablets, computers, stone for sculpting, and cameras.

Studio [400 AP]
This is a fiat-backed studio that you own. This place is replete with rooms and private places to work on art. You can live here and work here, and can also rent out a room for other artists and thus get money from there, if you want. The art created here is subtly enhanced in quality, is a little easier to make, and is a touch more evocative. It's also worth a little more. There's a tiny portion of this studio wherein artists can place their art for public viewing and while this won't make much money critics will come here and thoughtfully examine the art in question.

Art Explorer

Art Explorer Job [100 AP]
You have the ability to get paid for your art exploration. The precise job is up to you, but the easiest way to flavor this is that there is a newspaper or website that pays you for interviews, though other easy ways to flavor this could be that you run a website where you post pictures you take from inside of artwork or videos you take of interviews with them. Regardless this is a very easy job and the pay is more than enough to support you. This also fiat backs this job, meaning you can continue to do it in future jumps.

Ice Breaker [200 AP]
This is an amorphous item. When you summon this item it takes the form of a bit of food that the people around you would like. You can use this to break the ice with anyone by giving them some, which will get them to open up to you and be more friendly. This also gives someone enough sustenance to last the full day.

Expanding Stockpile [400 AP]
This is a special room in your warehouse or in a property item you own. Any art you travel into is copied and stored here, letting you always have a copy of it from now on. Once per jump you can also request the spontaneous creation of new art, and it will appear in this stockpile the next day.

Companions
Companions can purchase more companions.

Companion Import/Creation [50-200]
Standard companion importing or creating. With this you can import or create a single companion into any origin 50AP each or eight for 200AP. Such individuals get 600 AP to spend on their builds and cannot take drawbacks.

Canon Companion [50]
So you want to take any other existing character from this world. Well, then this option is for you. Anyone you meet here, if you spend the necessary points and convince them to join, can follow you along your chain as a companion.

Drawbacks

Another Universe [+0 AP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. ***This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.***

Plot is King [+0 AP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 AP]
For each purchase of this your time here is extended 10 years. You can purchase this three times for points, and afterward you can continue to purchase it purely for its extend-a-jump effects.

Judgmental [+100]
Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

Loss of Understanding [+200]
People will, from here on out, be much more ignorant as to the meaning of artwork and the artist's intents, even and especially ones that are not subtle about their meaning and messages. There will be many annoying remarks, particularly about art you like, where people reveal how dense they are.

Least Favorite Type [+200]
Whatever type of art you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend art you just don't like, and such shows will experience surges of popularity.

Fandom Wars [+400]

Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

Endless Debates [+400]
Oh no, people are really annoying about this now. The entire time you're here *discourse* about art will be happening. Expect endless debates about what some art *means* whenever you look at the comments section of an artist's work you like.

Art Reality [+600]
This world has gotten much, much weirder. Art now bleeds through into reality, and popular enough art can come to life spontaneously. Things and people from living art operate on rules similar to art liberated from its artwork through the *Freedom* perk, but without being capped at your power level. Characters from artwork will have their own senses of morality and their powers, and thus this world will certainly be very different. Unfortunately, this only begins to happen when you enter the world, perhaps as a consequence of this world being opened to the grander multiverse. People will also exhibit powers from this document, with explorers being extremely rare but artists with the power of *Evocative* being decidedly less so (though still far from common).

Art Wars [+600]
Artists, as per the origin, now exist. They have their own copies of the abilities here, and while many are helpful and kind, some are not and like to use their art selfishly, utilizing *Evocative* to get rich or to live hedonistically.

Lockdown [+600]
You have no **Out-of-context** items, powers, or warehouse.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.